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AMIGA USERS GROUP INC.

P.O. Box 684E Melbourne 3001, Victoria Australia.

Who Are WE?

The Amiga Users Group is a not-for-profit association of people interested in the Amiga computer and related topics. We DO NOT condone software piracy. We can be reached via an answering machine at: **527 1995**

Membership

Membership of the Amiga Users Group is available for an annual fee of \$30. Membership forms are available from AUG and in this Journal. Send completed form with a cheque or money order for \$30 to the address above.

Disk and Book Library

AUG has an extensive collection of Amiga Related Books, Magazines and Tapes. Disks from our Public Domain library are available for \$2 each on your own disks or for \$4 each on AUG supplied disks, which includes postage. Details of latest releases are printed in this Journal and a catalog disk is available.

Member's Discounts

AUG negotiates discounts for its members on hardware, software and books. Currently, Technical Books in Swanston Street in the city offer AUG members 10% discount on computer related books, as does McGills in Elizabeth Street. Kev's Computer Shops in Coburg and Prahran offer 10% off RR items. MVB Croydon and Computer Magic Moonee Ponds offer good deals while Maxwell's of Abbotsford offer 10% off all software.

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The AUG operates Bulletin Boards devoted to the Amiga. They can be accessed 24 hours a day on the numbers listed below: Parameters should be set to 8 data bits, 1 stop bit and no parity.

AmigaLink-I = 792-3918
Ratz = 553-0305
Amiga Central

Line 1 (2400/9600) = 376-3887
Line 2 (2400/9600) = 376-7375
Line 3 (300/1200/2400) = 376-6385

CLUB EVENTS
For details of club events and meeting dates, check inside the back cover and the A.U.G. calendar on page 20.

An entry fee is charged by the groups to cover the cost of hall rental and light refreshments. Meeting times and directions are listed in the rear of the Journal.

Back Issues of Workbench

All back issues of Amiga Workbench are now available, for \$2 each including postage. Back issues are also available at meetings.

Workbench Contributions

Articles, papers, letters, drawings, cartoons and comments are actively sought for publication. Contributions may be sent in on disk, paper or uploaded to Amiga Central in the area set aside for this purpose. Please send your contribution in text-only, non-formatted if they are on file and remember to include your address for return of disks. Deadline for articles is the first week of the month preceding Publication. Contributions can be sent to: The Editor, AUG, PO Box 684E, Melbourne 3001.

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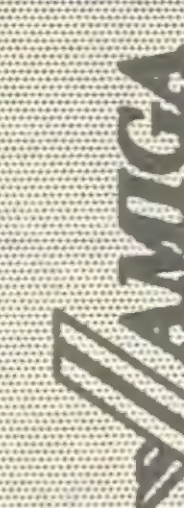
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A.U.G. Help-Network

Here is a list of AUG members who have volunteered to share their knowledge/experiences with others. If you want to help and have your name listed here please contact the Editor. They are not listed in any order or priority. Please keep contacts to reasonable hours (6 - 9 pm unless otherwise noted) and remember the basis of this service - they are volunteers.

Introduction to the Amiga / Prowrite	Rudy Kohut	- 807 3911
Amiga Basic (Advanced)	John Elston	- 375 4142
Amiga; A/C & AMOS Basics	Bill Jordan	- 417 3521
C(Introductory), Professional Page	Mal Woods	- 888 8129
C (Advanced)-AZTEC	Andrew Gelme	- 645 1744
C (Advanced)-LATTICE, TeX	Eric Salter	- 853 8857
Amiga Art, Music	Norm Christian	- 798 6552
Music, Audio Sampling, MIDI	Neil Rutledge	- 555 6870
Beginners Help Line	Russ Lorback	- 802 9333
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Amiga Art	John Barlow	- 551 4760
Graphic Arts - DPaint, Sculpt, etc	Joe Santamaria	- 383 3509
Modula-2	Peter Evans	- 584 2765



Workbench

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Cover illustration by Nathan Mitchell

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Hotlinks Editions 1.1

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Seasons Greetings

For those of you who are perhaps unaware, Christmas is fast approaching. If you belong to the above category then I suggest you either spend a bit more time away from the computer or buy yourself a hardware clock with alarm.

The committee of Workbench would like to extend seasons greetings to the readers. In addition I would like to thank all the people who spent the time to prepare copy for this edition of Workbench. Especially as the writers and advertisers seemed to take heed of my last editorial and made sure that submissions appeared before the deadlines. It appears my complaints do not fall upon deaf ears.

Traditionally christmas is a time when people will look at spending money on a variety of items, including computer products either for themselves or for others. Therefore I felt it would be a good time to present a smattering of reviews. Well actually that's what the bulk of submitted copy contained so I felt compelled to do so, rather than writing Workbench myself. Hopefully some of the reviews will help in your decisions on what to buy. Alternatively, grab some PD software, stick on some fancy labels and save yourself a heap of money.

When you receive your next printed Workbench you will find a new help section included. This is for all the people who find it hard to access the bulletin boards or come to the meetings. In addition if you are compelled to tell people about a solution to a problem you have encountered and feel you do not have enough to write an article, this should provide the correct environment for you.

While we're on the subject I would like to remind you that the January edition of the newsletter will be disk based. Therefore it will do no good complaining to myself or any of the other members of the Workbench committee if you do not receive your copy on time.

Eric

The Spice of Life

"If variety is the spice of life, play on..."
(with apologies to Bill Shakespeare)

by Rob Pemberton

IF YOU HAVE OWNED a personal computer for longer than a week or so the chances are that you now have amongst your software box several word processors, a spreadsheet or two, a database for the home inventory (that you still haven't got round to finishing) and other sundry "serious" type programs.

I bet though, the largest group of your disks can be classified as time wasters, aka "games". When the history of the illustrious machine known as the Amiga is finally set in stone it will probably still be known as a great games machine, despite all attempts to sell it in one of its many other guises.

A look through the public domain area will show that embryonic Amiga programmers grew past the "Pong" stage very early on. Currently there is as wide a selection of time wasters (although we all know that hand and eye co-ordination is sooo important) as one could wish.

Here's a quick baker's dozen of Fish fillets. Just in time for Xmas. All are available from the Club Librarian at the monthly meetings.

Fish 403 POKERDEMO
Demo version of some Solitaire card games from UnSaneCreations. Includes "Accordion", "Calculation", "PokerSolitaire" and "SeaHaven Towers".

Fish 305 OBSESS
Obsesso-O-Matic is a real-time puzzle game like Tetris where the object is to fit the falling pieces together to form complete horizontal rows. Features such as burning, exploding and invisible pieces enhance game play.

Fish 582 DIPLOMACY
A classic strategy game loosely based on World War I. Designed for several players but can be played by as few as two. The computer manages the game, resolving orders and graphically displaying the current status. Also provides map design capabilities for game variants.

Fish 541 LLAMATRON
A fast action, arcade style game guaranteed to have your button finger dangling off at the tendons. Hours of fun for you blowing away horde after horde of alien fiends, together with..

THINKAMANIA
Playable demo version of a memory game like the legendary Concentration. Includes superb hires graphics and sound effects.

Fish 444 CHINA CHALLENGE
A game similar to Shanghai or Mahjong. The goal is to remove all parts of the pile, the so called Dragon, step by step. This dragon is composed of 120 different game pieces. You can always find four pieces displaying the same picture or Chinese symbols.

Fish 251 MONOPOLY
A computer simulation of you-know-who's popular board game.

Fish 488 LORD OF HOSTS
A strategy game for two players based on a board game called "Shogun". Features include flexible mouse/joystick controls, undo and redo of up to 500 preceding steps and fully intuitionized user interface.

Fish 366 3DTICTACTOE
A three-dimensional four-in-a-row version of tic-tac-toe (noughts & crosses), human against computer.

The type of software available through PD varies widely, from games to specialised utilities or tools for very specific applications. Some are provided with good documentation others have barely enough to get them going if you know what you are doing. Remember the price, what you can expect is based on what you pay. PD software is a cheap source of many very useful programs, if you spend the time there are many gems.

Fish 428 TRAIN
An electric train construction set game simulation.

Fish 477 MEGABALL
An excellent Arkanoid/Breakout type clone. Complete with impressive sound and graphics.

Fish 501 DOMINOES
The standard game of dominoes with a 6-6 set. The computer will provide quite a challenge to any skilled player.

Fish 429 TRIPPPIN
A Workbench game based on an out-of-print board game. The object is a race in which each move you make restricts your opponent's choice of countermoves. Features a computer opponent of adjustable toughness.

Fish 498 YATZ
One player yatzee game, takes up little memory and sits nicely on your Workbench.

Needless to say there are plenty more where these come from.
Merry Xmas!

AUSTRALIAN MULTIMEDIA

- Review from the Amiga perspective

by Lee K. S. Fong

IHAVE ALWAYS BEEN FRUSTRATED at the lack of Amiga coverage in mainstream computer media, and as a case in point I applaud the stance taken by Mr. Michael Granat (Nov '92 Workbench) over this problem, as manifested in the AGE "Green Guide".

Many times I have read about the dominance of Amiga in multimedia applications, but pick of any of the many magazines in the newsagents and you'll be deluged in tons of Macintosh and Windows applications. Every now and again Amiga will get a mention, but always in passing and never as a main-player.

It's enough to make you wonder if the Amiga really has the market dominance some publications would have you believe. Certainly it doesn't seem to be the case in Australia. Don't get me wrong:- I love the Amiga, and I am convinced that it is the most capable machine for the job, but I have seen precious little to back this up.

Enter stage left... AUSTRALIAN MULTIMEDIA.

A breath of fresh air in the reeking masses of MS-DOS rag. A magazine that almost makes up for the demise of Professional Amiga User. A magazine with an Amiga 24-bit raytrace on the front cover.

What makes the difference? This magazine is one that in the words of the editor Stephen Moignard, "[is] not a hardware or an operating system dependent publication - we are interested in the general movement in computers towards better interfaces and better applications, running faster and getting cheaper." Presumably this means an unbiased coverage and review of multimedia hardware and applications. Does this mean the Amiga finally gets a look in, on the same level as the anachronistic IBMS and over-rated Apples?

Yes! (Whoopie!)

"...we will cover anything that assists in improving the relationship you have with your computer in your home or in business, whether it is an Apple, an IBM (real or clone), a CDTV, an Amiga or whatever else appears over the next few years." The assistant editor Miriam English has a particular interest with the Amiga, so rest assured that Amiga will have decent coverage.

So what happened in the inaugural issue?

W* an IBM and you get a sore microchip:**

W* an Amiga and you get a multimedia explosion.**

The feature was a series of interviews with representatives from the multimedia industry, including Apple, Microsoft, IBM, Lotus and (yes!) Commodore. Each were asked pretty much the same questions, with slight variations. Interesting posers included:- "Does Microsoft see any future in working with companies such as Commodore in the Multimedia field?" A similar question was asked of Apple. What were the replies? Buy the mag and find out!

Interestingly, Commodore had the least to say of all the companies. Well, I guess Commodore never really knew what they were doing.

CDTV was also reviewed and received a great write-up by the obviously Amiga-literate Miriam English. Opposite was a review of "A Bun for Barney", with promises

of further reviews in coming issues. The reviews were positive without being too enthusiastic, including a reasonable amount of fair criticism. A few choice lines. "(cf. CDTV)..I think the Amiga shows more promise in its ability to use this technology effectively than any other computer costing less than \$5000." "(cf. A Bun for Barney) I am sure the Amiga is capable of displaying animations and playing sounds from RAM while loading data from CD, yet everything stops each time the the next sequence is loaded. Why? I can't see any obvious reasons for not using the Amiga's multitasking abilities here." Ahhh! Music to an Amigan's ears!

Later on there was a review of Sherlock Holmes on IBM CD-ROM but here, unlike the Green Guide they had the decency to inform us it is also available for CDTV.

A two page spread on Virtual Reality featured the now celebrated Virtual Reality Corporation and their 1000CD and 1000SD cyberspace systems. Unlike many newsprint and television reviews, this article pointed out that they were based on Amiga 3000s. Even if "very loosely".

But wait! Yet another article, this one practically DEVOTED to the Amiga. The article was about Andrew Nelson and Lisa Roberts who graduated from Swinburne specialising in computer animation. In the one page are the following phrases: Amiga 500, Amiga 2000, Impact Vision, Sculpt 3D, Sculpt 4D, Imagine, Deluxe Paint 3 & 4, Photon Paint, Digi Paint and Scala. Unfortunately IBM 486 spoiled an otherwise excellent read.

In short, Australian Multimedia with a cover price of \$3.95 is a magazine to watch out for, a magazine worthy of attention, a magazine that doesn't bow and scrap to the technological plebs, a mainstream magazine that finally, finally recognises true greatness when it sees it, a magazine that... OK, I think you get the picture now.

MaxiPlan4 - Oh No, Not Again!!!

by Rudi Kobut

I'M AN ARDENT believer in upgrades to my existing software because I can't believe that developers would release them unless they had made significant improvements. My belief has however been severely tested by the recent release of MaxiPlan4. This time distributed by The Disc Company Pty Ltd., though the developer is still Intuitive Technologies in the USA.

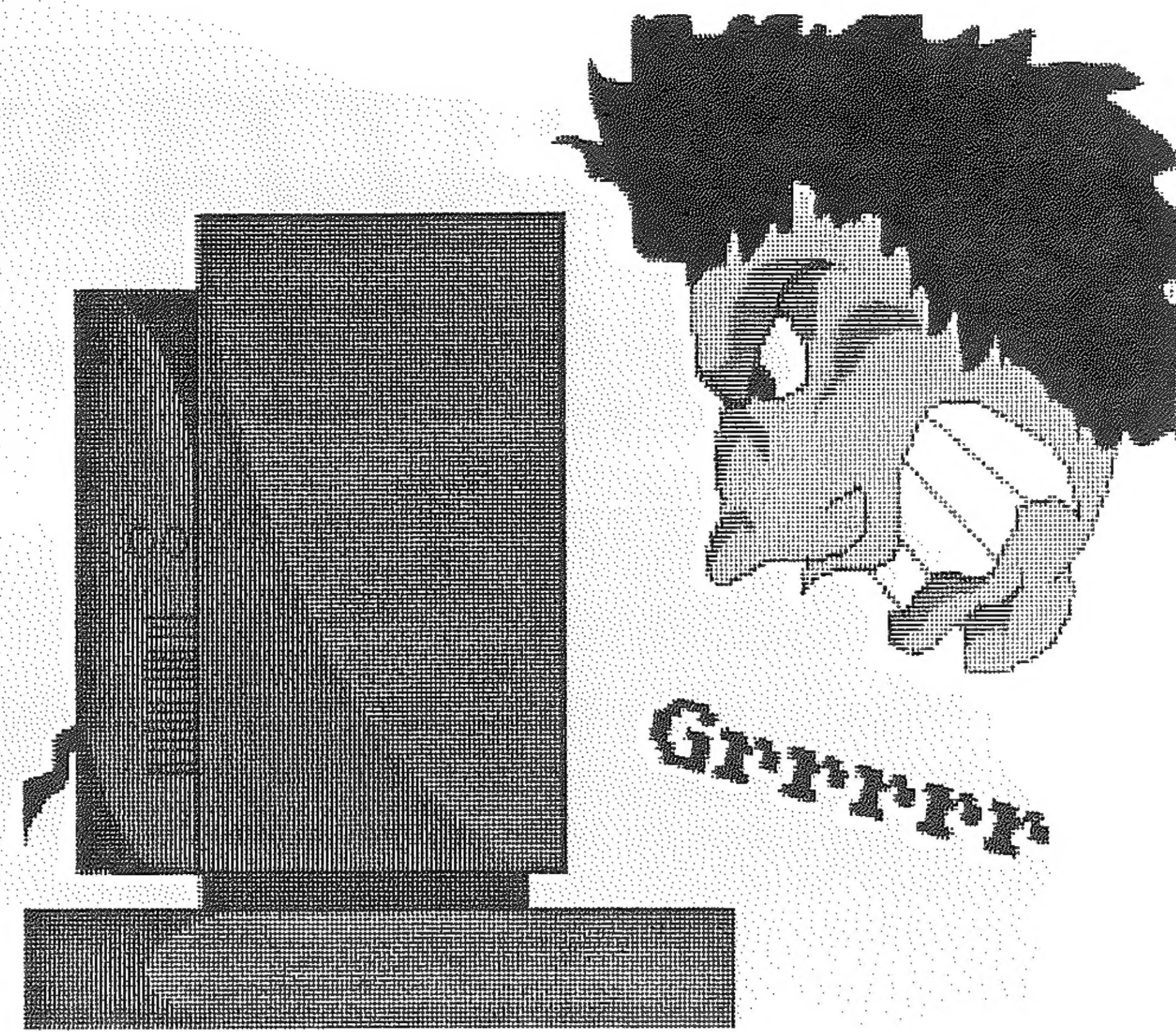


illustration by Nathan Mitchell

My previous version of MaxiPlan was called PlanIt V3.0 and was distributed by B.E.S.T. in the USA. PlanIt V3.0 was a real problem. Full of bugs in the charting routines, the functions didn't always do what was predicted in the manual and the AREXX port was next to useless. So what has changed?

Before I launch into my negativist, carping, bagging of this product I should mention some good points about MaxiPlan4. By and large the standard spreadsheet aspect works well with fairly fast response to complex calculations. Even on a standard Amiga. With an accelerator or math co-processor it should work quickly. The range of built-in functions is modest but should be adequate for the average home and small business user. The MACRO functions are extensive and work reasonably well, allowing the user to automate many repetitive tasks. The Macros can be developed automatically and the language itself is easy to learn.

The program supports use of the system Clipboard and can import or export either Lotus 1-2-3 .wks files (basic layout only) or Amiga format ASCII files (note: it does not convert to or from foreign ASCII file formats).

The program can also link files in a limited fashion; an open spreadsheet can access data in another (closed) file on disk, although it cannot update a closed file and cannot directly access another open spreadsheet (you could write a Macro to do this). MaxiPlan4 also has a decent, if not

outstanding database capability. It can do basic sorts and searches reasonably easily.

Its charting capabilities are also modest in nature and have most average user requirements covered, but limitations due to the reliance on bitmap graphics severely constrain user control on even basic formatting tasks. For example, the user has no control over the legend on a graph other than whether to have one or not and each item is restricted to 8 characters in one location. The ability to customise the charts is restricted and the quality of output is less than one would expect given modern printer technology.

MaxiPlan4 has fixed most of the charting bugs so that the program is much more stable than version 3.0. A couple of options have been added which allow the user some more, albeit clumsy control over screen dumps to the printer. More on that later.

The manual for MaxiPlan4 is almost identical to the manual that came out with version 3.0 and it still contains the same errors with respect to the operation of in-built functions. I guess the major example is that the "LOOKUP" function doesn't work anything like the manual says it should. What it does do is consistent between versions, if that is a saving grace! I counted at least eight major errors in the manual relating to in-built functions. Either giving the wrong order, number or type of variable to use or indicating the wrong results. Another example is the "INDEX" function, which works

in reverse to the way set out in the manual!

Some changes are positively confusing. For example, in version 3.0 I could use the built in Macro function "LOADDATA" to load a column of tab separated data into a spreadsheet but only if there were one item per row (which is not how the item worked from the spreadsheet menu!). In version 4.0 the identical use of this MACRO function causes an error message. This is a major flaw that severely limits the program's use in an environment where data transfer between programs is essential.

MaxiPlan4 does not add anything to the AREXX capability of its predecessors and therefore the capability is next to useless. The manual again is identical to version 3.0 and has all of one small page allocated to discussing AREXX. It omits to say some very important things which I found out only through trial and error. MaxiPlan4 can use AREXX calls but only if a MACROSHEET is open first. This opens a worksheet which then can be used for AREXX processing but only if the program is in a good mood on the day in question. If you want to operate a spreadsheet through AREXX get another product. This is a pity because MaxiPlan4 has a very good MACRO command set which almost cover the full capability of the program.

My complaints aren't over either! The program has finally added a way to adjust the printer settings without having to exit MaxiPlan4 but it is clumsy. The menu item now ►

lets you choose printer preferences. The program then opens the printer preferences from WorkBench. Under AmigaDos version 1.3 this allows the user to adjust not only the chosen printer but also to access the graphic printing routines. Given that the program performs a screen dump of the charts, access to the graphic printing routines to make adjustments and changes is mandatory. This is why the manual puts emphasis on it. However under AmigaDos 2.04 the graphic printing routines are in a separate program which is not accessible from MaxiPlan4, so the value of this menu command is considerably lessened.

Some people running MaxiPlan4 under AmigaDos 2.04 will receive a shock when they open and try to use the Palette Tool to change screen colours. The system will probably crash! The reason, I discovered, is that the Palette Tool program included with MaxiPlan4 is the 1987 Commodore version which does not work under 2.04. This kind of sloppy approach is the hallmark of Intuitive Technologies. However to rectify the problem, just delete the Palette Tool program, copy the "Colors" program from "Tools" drawer to the MaxiPlan drawer and rename it "Palette Tool". Works just fine!

The age of MaxiPlan4 shows up in many ways, including the fact that chart output is only a bitmap graphic, menu selections are extensive but not grouped into common requesters, its spreadsheet is based on the standard system font only, with no ability to choose other fonts for printing, it prints only draft or NLQ with no PostScript support and as indicated above very poor user ability to manipulate printer settings, it's limited to only three active windows, it doesn't allow the use of the WorkBench screen but opens its own custom screen which is not a "Public Screen" under AmigaDos 2.04 and limited to only standard, medium or high resolution, etc.

So, what's the verdict? If you can handle the criticisms made in this review and can get MaxiPlan4 at a cheap price it's not a bad introduction to spreadsheeting for most average users. Otherwise try another product! ■

Thank You - Computa Magic

The Amiga Users Group committee wishes to thank the staff and management of
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for their support and promotion of AUG
at the recent Consumer Computer Show.

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A Box of Games

Reviewed by Paul Somers

ZOOL

Game Type - Fun

Players	- One	Controls	- Joystick
Game length	- Decent	Age Range	- All
Game Play	- 95%	Entertainment	- 95%
Graphics	- 85%	Sound	- 90%
Value for money	- 86%	Overall	- 85%

This is a game so great, so fun, you're hooked from the word go. Zool is a type of fly that walks on two legs, can climb walls and has wings but can't fly. He's a long way from home and must travel between dimensions to get back. In order to destroy all the nasties Zool shoots pellets of acid at his foes. To keep his energy up he must eat the tasty bugs that emerge after certain enemies are destroyed.

The game is well constructed and game-play is of the highest quality. Zool is very agile and his movements are as smooth and graceful as a fly can get. Graphics are well done and animations are done to perfection. You can select the type of music you'd like to hear from a wide selection available (even for you slightly aged people).

The only problems I could see are that loading takes for ever and there's no ZOOL 2 yet.

FINAL WORD: An addictive smash hit of a game. Play till you drop or get Zool home. With such playability you can't lose.

Premier

Game Type - Action/Adventure

Players	- One	Controls	- Joystick
Game length	- Long	Age Range	- All
Game Play	- 70%	Entertainment	- 75%
Graphics	- 91%	Sound	- 80%
Value for money	- 80%	Overall	- 80%

The story is as follows (From the Movie shown in the intro). You are a producer for a big studio, your latest film 'PREMIER' is just about in the can. Running through the last few scenes one night you fall asleep at your desk. During your slumber your film is snatched by a rival studio. You wake to the ringing of your phone. The smug thief informs you that to retrieve your film you will have to come and get it.

That's pretty much what you do. As games packed with entertainment go, this one delivers. You must travel through the weird wonders of movie land. You'll visit western sets, travel through Tune Town, and Tippy Toe through a HoRrOr Set. It's one heck of a journey with the graphics true to life. Some of the sets will make you laugh, others will make you shiver, the animation is very well done and the music is superb.

This is a game I really enjoyed. However there was one problem. With eleven levels, each one longer than the previous, you have no save option. Therefore you either play till you drop or complete the entire game.

FINAL WORD: If you can survive playing for a long time then this is great but be warned it gets very tough.

LOTUS ESPRIT III

Game Type - Challenging

Players	- Two	Controls	- Joy/Key
Game length	- For ever	Age Range	- All
Game Play	- 70%	Entertainment	- 90%
Graphics	- 75%	SFX/Music	- 75%/90%
Value for money	- 96%	Overall	- 85%

The ultimate version of Lotus Esprit. They just keep getting better. In previous versions you spend the game racing against the clock, however Lotus Esprit III adds a new twist.

In this version the clock is not the enemy, it's the least of your problems. The real enemy is YOU. Are you good enough? Can you take the pressure?

Although you can race against the clock, time is not the issue. As said before, you are your own enemy as you decide if you win or not. You decide how well you can control the car and how hard the course is.

Not only can you race the standard preset courses, you can race them at three levels, a closed or never ending circuit, against the clock or against everyone else. There's also a mystery course option which picks a random course to play.

If that's not enough then make your own course with the course editor. If you want lots of hills increase the hills factor, more curves, no problem. In fact every aspect of the course is adjustable. Sure you can make a track as easy as you want but how difficult can you make the course and still win.

You can make complete custom circuits and all that's needed to bring them back is a simple password. Aural selection is for either music or sound effects. However what Lotus III lacks from previous games it makes up with everything else.

FINAL WORD: One hot game, with its endless variety of courses it never really ends. If you have Lotus II and haven't completed it then do so before getting the next upgrade.

Espana 1992

Game Type - Sport/Endurance

Players	- One	Controls	- Joystick
Game length	- Very Long	Age Range	- All
Game Play	- 60%	Entertainment	- 70%
Graphics	- 70%	Sound	- 80%
Value for money	- 76%	Overall	- 75%

Yes the 1992 Games are here fresh from Barcelona. Normally games released immediately following the real thing are not too crash hot, but surprisingly this wasn't all that bad.

In this game you compete in Olympic events. You become head coach, trainer and athletes in a team of about twenty. Each of the athletes have their own events to compete in and as head coach you must make sure they're prepared for them or they won't even get to the finals.

To allow you to compete in each event they have followed the schedule of the real games. Days before are used for training so you can practice each event while you train your athletes. Training for each event is time consuming but the computer can take over as there is an automatic training feature to relieve you from this tedious aspect. Once your athletes are trained they can go for gold which is where training pays off.

The game has an option to save and a whole lot more. The actual interface to the game is not bad and game-play isn't all that hard. All you need is rhythm.

FINAL WORD: Not bad, could be better but still a great game for such an early release.

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At the Computer Show

by Lee K. S. Fong

IT WAS WITH JUBILATION that I discovered that Commodore was going to be represented at the '92 Home Computer Show, held at the Exhibition Buildings from the 13th to the 15th of November. It was with greater jubilation that I found my exams finished just in time, allowing me to attend. It was with great revulsion that I realised that my extra test results were being posted up in the university on the same day I intended to go to the show (the 13th; Friday the 13th).

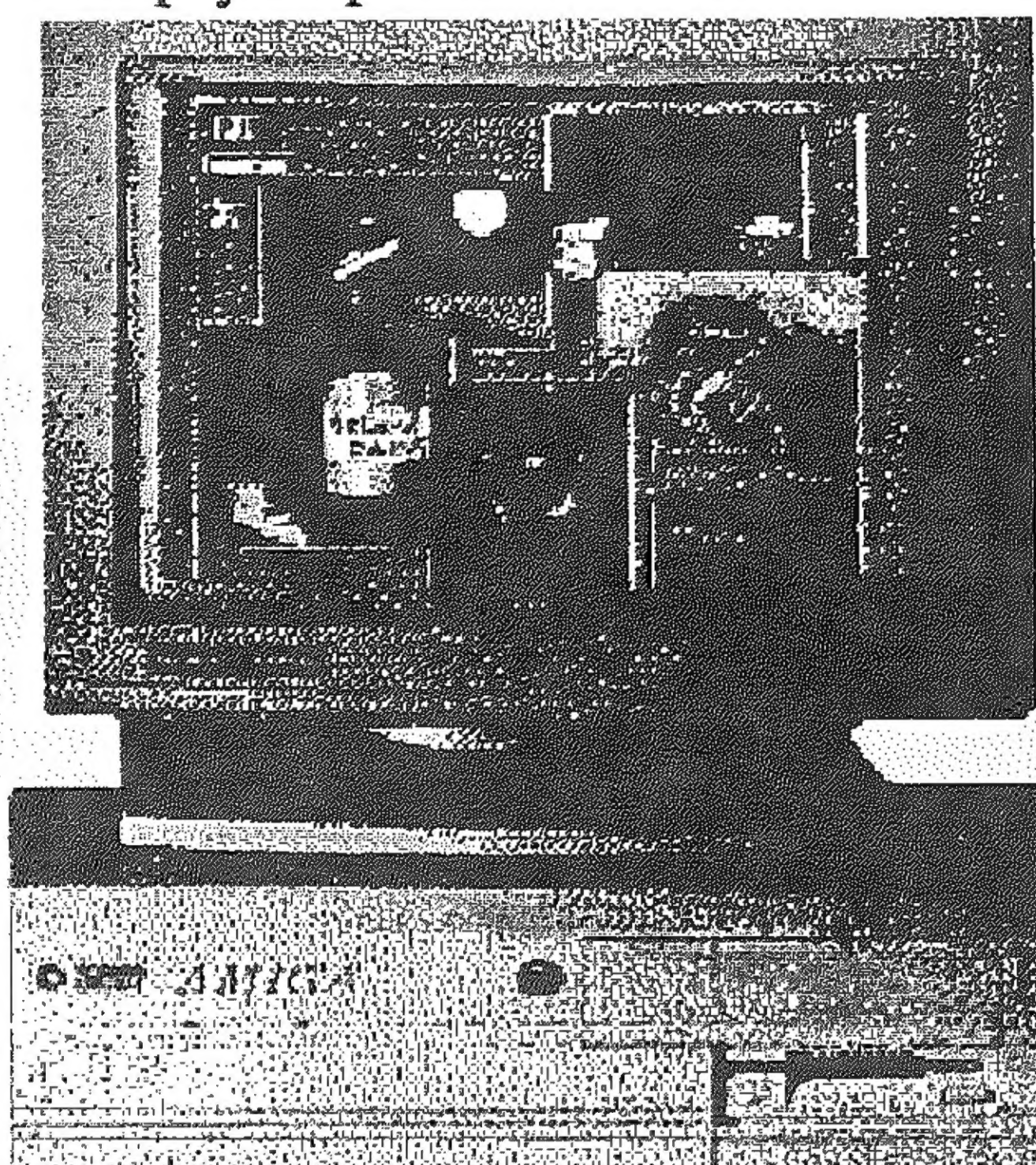
Determined not to let anything spoil this momentous occasion (Commodore represented at a Melbourne computer show, absolutely amazing!), I decided to go to the show first, University second and then hop across the road to the Royal Melbourne Hospital where they could stitch up my slashed wrists.

I was hyped up by promises of great things. Maxwells had a humungous half-page advertisement in the Green Guide promising amazing, never to be repeated Amiga hardware discounts and a peek at the Amiga 4000. Computa Magic promised much the same thing. Even Phoenix would be there with their Amiga peripherals. I was hoping to pick up a CDTV at the Sydney Commodore Show price of \$625 and had even put on a suit in anticipation of this earth-shattering proposition. And if by chance someone threw a GVP A530 at me I wasn't going to say no.

So kitted out with Italian suit (well sort of Italian, I mean it was made in Hong Kong but had an Italian sounding label) and Rayban aviator shades (actually \$20 Glarefoils but they look kinda Rayban-ish) I grasped my cheque-book by the butt, myself by the ***** (Ahem, kids also read this magazine. ed), payed up \$6 and went in.

Well no-one was selling CDTVs, let alone for \$625. Damn! Maxwells had the biggest display and it was just about all Amiga. The sales-people were helpful but there was not an A4000 in sight. The closest I saw was an A3000T. * Anyway there were a few demos

running, including Scala on an A500 blazing along at 40MHz thanks to the ice-cool A530 tacked onto the side. There was a great morphing demo using the GVP Cine-morph prog. There was also an unusual genlock/video-camera setup that had people jumping up and down and waving arms around like psychopathic windmills.



Not an A4000 in sight!!!

(Photo courtesy Philadelphia Amiga User Group "Blitter" magazine)

Oh, I musn't forget the balloons. They were handing out stacks of "Commodore" balloons filled with that gas that makes your voice go all squeaky. As for amazing never to be repeated prices, I never really noticed any. Guess I wasn't looking hard enough.

Computa Magic had a little stall with an A600, A2000 and A3000. Showing was another morphy demo thing as well as Opal Vision. Big 8deal I can't buy that, where's the frigging CDTVs I thought and wandered off to look masochistically at the plethora of IBM gadgets.

I noticed Brashes with a few Amigas. At least I think it was Brashes. I also think there were a couple of genuine Commodore reps setting up the display. They had a Mt. Everest pile of A600 starter packs that everyone was walking past.

I dropped in on Phoenix hoping to grab a bargain. No such luck. They had everything at normal RRP's and by now I was thinking I should go to the university, check my results and slash my wrists a bit earlier so I could be out of RMH by five and get home in time for dinner.

I wandered off again and almost smiled when second time past an attractive young lady I got handed an identical pamphlet to one she had given me not more than ten minutes before. Either she has a cheese-grater for a brain or she was trying to tell me something. I turned around and as she handed me my third pamphlet I handed her one back and whispered, "I'm single and desperate, here's my phone number." I'm still waiting.

ANYWAY, I thought I'd wander back to Computa Magic for a closer look. I saw an opto-mechanical Golden Image mouse creeping around on a cabinet and asked how much. "30 bucks." "Done." Now that's a bargain! Feeling better (the \$6 entrance fee wasn't such a waste after all) I had a look around the stall. A few notices were pinned up on the walls, like "PROFESSIONAL PAGE 3.0 - \$155". Let me explain myself. I don't have Workbench 2.0. I don't have a hard-drive. I couldn't run Pro Page 3.0 unless I sold my granny to the local meat market. But for \$155!!! That's not a bargain - that's insane. The premier DTP system at half-price. A phone call later my brother David agreed to foot half the bill. So we bought Pro Page at the ridiculous show price of \$155 and I would say that this one fact alone made the show a huge, unequivocal, unqualified success. Granny gets sold tomorrow.

Did I get any extra tests? I'm not saying but the stitches came out yesterday and the doc says after microsurgery I'll be able to pick my nose again.

* (A beta version "A3400" arrived Saturday. ed).

Some Useful PD

reviewed by Jeff Kirkland

PROBABLY EVERYONE is aware of the vast amount of Public Domain software that exists for the Amiga. The AUG has thousands of PD disks available to its members. These programs are created by dedicated Amiga programmers, sometimes as a commercial proposition (shareware) but more often than not as a fix to an Amiga hardware or software problem that the programmer has had to solve. The result of all this is a lot of utilities, hacks and bug fixes floating around in PD-land. Tens of thousands of them!

Over the last few months, I have been dipping into the PD pool and while many of the programs I've tried have gone to that great binary heaven in the sky, here follows some of the ones that are still in use on my machine.

NAME: YAK (Yet Another Kommodity)
SOURCE: Amiga Central
COMPATIBILITY: KS2.x only

YAK is a small multi-purpose commodity for WB2.x Amigas. It offers such facilities as auto activating the window under the mouse, double clicking a window to front, click a window to the back, audible key click (my major reason for using it), a screen blanker, insert current day/date/time into any document and a pop-CLI type function. There are many more functions that I don't use. All hot key combinations are configurable and any of the functions can be enabled or disabled to suit the user. I played around with a lot of this type of program and found this one to offer all the features I wanted without eating up too much of my precious RAM.

NAME: Nick Prefs
SOURCE: Amiga Central
COMPATIBILITY: KS2.x only

Nick prefs is an iprefs like extension of preferences. It adds three major new functions to Workbench preferences. Floppy control, Workbench Picture and Busy Pointer. Workbench Picture allows you to specify an IFF picture to be displayed as a backdrop for workbench in four, eight or sixteen colours. Floppy control allows you to specify the step, settle and calibrate delay for each individual drive. It also allows you to stop the drive clicking. Not a feature for everyone I guess, but I'm having some timing problems with my external drive that result in a lot of read/write errors. This option allows me to (hopefully) adjust the drive and fix things. Busy Pointer allows you to specify the look of the Workbench busy pointer. In addition to the default stopwatch you can choose a stop watch with either one or two animated hands or the old KS1.3 sleep bubble. You can also load in Deluxe Paint IV anim files, allowing you to create any busy pointer you want.

NAME: Facelift
SOURCE: Amiga Central
COMPATIBILITY: All Amigas, but wrong colours under 2.x.

Face is an interesting utility that allows you add a point and click interface to any CLI only program. It does this by allowing you to design a series of requesters that set up the parameters for the program. These requesters can contain radio buttons, multi-choice buttons and text requesters. Once set up and saved you simply run the program by clicking on the icon that Face creates. Great for setting up those programs with to many command options to remember.

NAME: Spliner
SOURCE: Amiga Central
COMPATIBILITY: KS2.x only

If I'm going to have a screen blanker it may as well be an interesting one. I find that I can sit back and watch the splines for long periods of time. Essential for problem solving and relieving stress!

These are just four examples of the incredible range of PD available for the Amiga. I find them useful, maybe you will too.

Getting to know AmigaDOS

by Jeff Kirkland

DELVING EVER FURTHER into the depths of AmigaDOS we spend a little time telling the computer that when we say one thing we really mean another, sort of like talking to the opposite sex. In addition we will learn a bit about some of the nicknames that the Amiga uses.

Part 3

In the last article I left you with some example LIST options to try. For those who didn't give them a go this is what should have happened.

LIST QUICK<CR>

Will give you a listing of only the file names, its' output is very similar to the DIR command.

LIST NODATES<CR>

Works like the standard list command except that the creation dates are left out. The last and most interesting of the options was

LIST FILES SINCE YESTERDAY<CR>

This option asks the LIST command to show you all the files that have been created or modified since yesterday.

So what else can LIST do? Some of the other more useful options are:

DIRS

List only directories

FILES

List only files

NOHEAD

Stops list displaying the files/bytes free information at the end of the list.

SUB "string"

This allows you to search for a substring in a file name. If you were to enter

LIST SUB "pix"

for example, LIST would find directories or files with names like 'PIX1', 'Jeff's Pix', 'My Pix.IFF' and so on.

ALL

Search the current directory and all sub-directories.

LFORMAT="string"

This option allows you to specify an output format for LIST. Entering LIST LFORMAT="Filename;%S"<CR> would give an output like this:

Filename: MyFile
Filename: MyFile.info
Filename: WORK
Filename: WORK.info

The %S part of the string tells LIST to insert the name of a file into the output string. One %S will just list the filename, while two of them (%S%S) will list the path and file name. System 2 users have a few more substitution values they can enter in the LFORMAT string. These are:

%A insert protection bits.
%C insert comments attached to file.
%D insert the file date.
%L insert the length of the file in bytes.
%T insert the date the file was last updated.

This means that it's possible to customize your on screen output to virtually any format.

SINCE

List files since a specified date. LIST will accept a date (12-Oct-92) or a day such as TODAY or YESTERDAY.

UPTO

List all files created before the specified date.

TO

This allows you to specify an output filename for the files list. By default LIST sends the output to the screen. Using this option allows you

to send the output to a file that you might then load into your word processor. Be careful not to get this confused with the UPTO option.

Let's look at an example of list in action. At the CLI, type
LIST FILES LFORMAT=" - %S
Updated: %D" TO ram:test.txt
<CR>

Because we specified a filename with the TO option LIST will create a file in the RAM: disk called 'test.txt'. The contents of the file would look like this:

WORK Updated: 10-Oct-92
WORK.info Updated: 10-October-92
Pic.IFF Updated: Yesterday

Nothing will appear on your screen as all output is being sent to the file in RAM: disk. This file could then be loaded into a word processor or text editor for inclusion in a document. It is also possible to list straight to the printer. To do this type

LIST FILES TO PRT:<CR>

PRT: is the AmigaDOS device name for your printer.

Try out different combinations of LIST and its options. It's a fairly complex command, with a huge number of variations. As always there is no better way to see results than to experiment with it.

The next command we'll look at; ASSIGN, is probably the most used command in the AmigaDOS repertoire. In day to day use the ASSIGN command is my major reason for opening the CLI. AmigaDOS refers to devices by name. We've already seen examples of this with DF0: (the internal drive) and PRT: (the printer). In addition it can also refer to what are known as volumes. This is the name given to a disk when formatted or renamed. If you insert a disk named 'MyDisk' into DF0: you have two options to access it. You can refer to it either by its device name (DF0:) or volume name (MYDISK:).

Volume names make it possible for Amiga programs to access a

disk no matter which physical disk drive it may be in. The command DIR MYDISK: will list the contents of the disk named 'MyDisk' no matter which drive I've put it in. ASSIGN allows the user to create a new volume name and assign it to a device or directory. As an example, try this. At the CLI enter

ASSIGN A: DF0:<CR>

This will assign the volume name A: to the device DF0:. You can now get a directory of DF0: by typing
DIR A:<CR>

As I said earlier, almost all Amiga programs refer to disks by volume name rather than device name. This is great until you move the program onto a disk with a different name. Once you start doing this, it's pretty commonplace to either see a requester asking you to 'Please insert volume XXXX in any drive' or for the program to simply stop working. This is where ASSIGN comes to the rescue. Here's a real-life example.

I use a program called Superbase for maintaining the AUG membership records. The program is supplied on a floppy disk called 'SBPRO4'. When you run the program, it assumes that you have started it from that disk. I want the program in a directory called AUG on my hard drive. I copied all of the files from the SBPRO4 disk into the new directory, removed the original disk and tried to run the program. Almost immediately I got a requester asking me to insert the volume SBPRO4 in any drive. This meant the program was looking for some files on the disk named SBPRO4 and wouldn't continue to load until it found them. I then used the ASSIGN command to give the name SBPRO4 to the directory AUG by going to the CLI and typing ASSIGNSBPRO4: DH0:AUG<CR>

This now meant that as far as AmigaDOS was concerned DH0:AUG and SBPRO4 were the same thing. Superbase could now find its missing files and run from my hard drive.

Any ASSIGNs that you make are lost when you reset or switch off the machine. To overcome this most assignments are made in your disk's startup-sequence.

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Technosound Turbo

reviewed by Jeff Kirkland

AS A MUSICIAN, I have always been impressed by the Amiga's ability to play sampled sounds. I recently decided I wanted to be able to create my own samples so I looked around at the various options. I settled on the Technosound Turbo sampler sold by Kaotic Concepts for \$85.00.

Opening the box revealed the sampling cartridge, connecting cable, disk containing the sampling software and a fifteen page manual.

The cartridge is a small black box with two standard RCA plugs (left and right channels) on one end and a 25 pin connector on the other. Like most Amiga samplers it plugs into the printer port. This means that you will have to swap the cartridge for your printer cable and vice versa. This may not seem like a big deal but in my case it meant completely re-arranging my computer workspace so that I had access to the back of my machine.

The sampler is designed to be connected to the headphone socket of a tape deck or other sound source. This means that you can't plug a microphone directly into the cartridge. Nor can you use the line outputs on the back of standard stereo equipment. In my home studio where all the equipment operates at line levels I was hard pressed to find a headphone level output that I could use while still being able to monitor the sound. On the other hand this allows the

cartridge to be used with most portable stereo systems as all will have a headphone out but very few have line level outputs.

The software is good and offers most of the things sampling software should. It can be operated whilst multi-tasking but when initially run it takes over the entire machine. The user interface is good and it takes very little time to come to grips with the package. My one complaint here is that while the sliding panel effect used to display options looks great, it is time consuming waiting for the panel to slide into place before you can continue. It would have been nice to have hotkeys to bypass this.

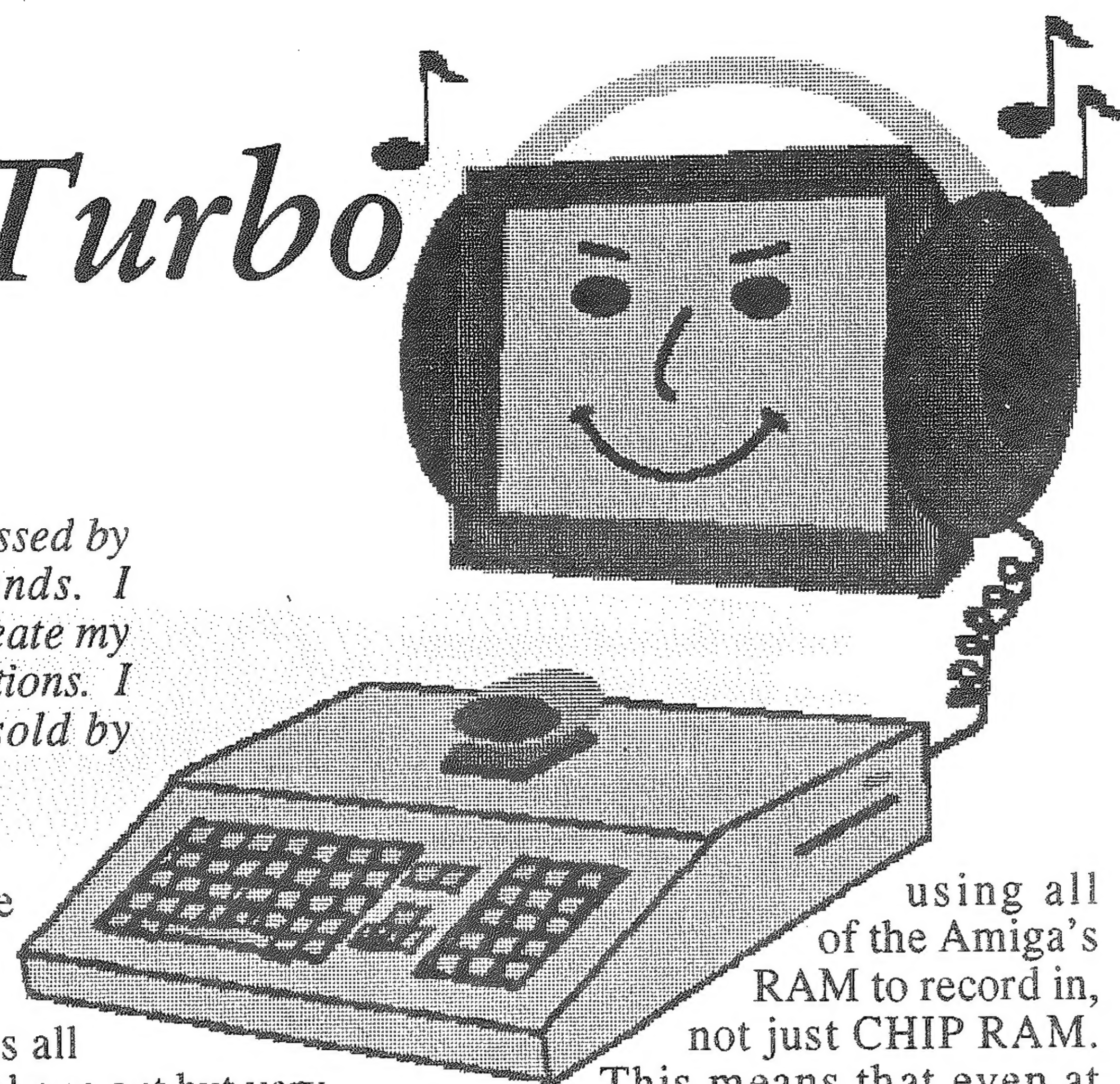
The software does all of the things a package like this should. It can record samples at a rate of up to 50,000Hz. This allows you to record great quality samples, unfortunately I have yet to find another package that is capable of making use of them. Most sound players and so on seem to have a sample rate ceiling of around 40,000Hz or less. Technosound is also capable of

using all of the Amiga's RAM to record in, not just CHIP RAM. This means that even at 50,000Hz you can record a reasonably lengthy sample.

Once recorded you can edit the sample and add effects. Example effects are echo, noise reduction and filtering. The software also has a real time effects section that allows you to add reverb and delays to a sound signal. With the sampling rate set to 50,000Hz and a little fiddling with the parameters I have achieved some quite good results from this part of the program and it's saved me spending hundreds of dollars on a delay effects unit.

All in all this is a good package with a couple of small problems. The quality of the samples are good (after all that's what counts) but the user interface can be slow to use. I'm also not sure I like having to use a headphone level signal into the sampler, line level would have been much better and maybe even a little less prone to noise.

illustration by Eric Fillisch



Coming Soon! Amiga Helpline Question & Answer page

Do you have moments when you feel like kicking in your monitor?

Do you sometimes feel like inserting pikelets into the disk drive to teach Ami a lesson?

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We are looking for frustrating problems and annoying traits to strain the minds of our resident experts on the Amiga. Please send your queries and questions to Frank Lowe, either on Amiga Central or via either of the club postal mailboxes.

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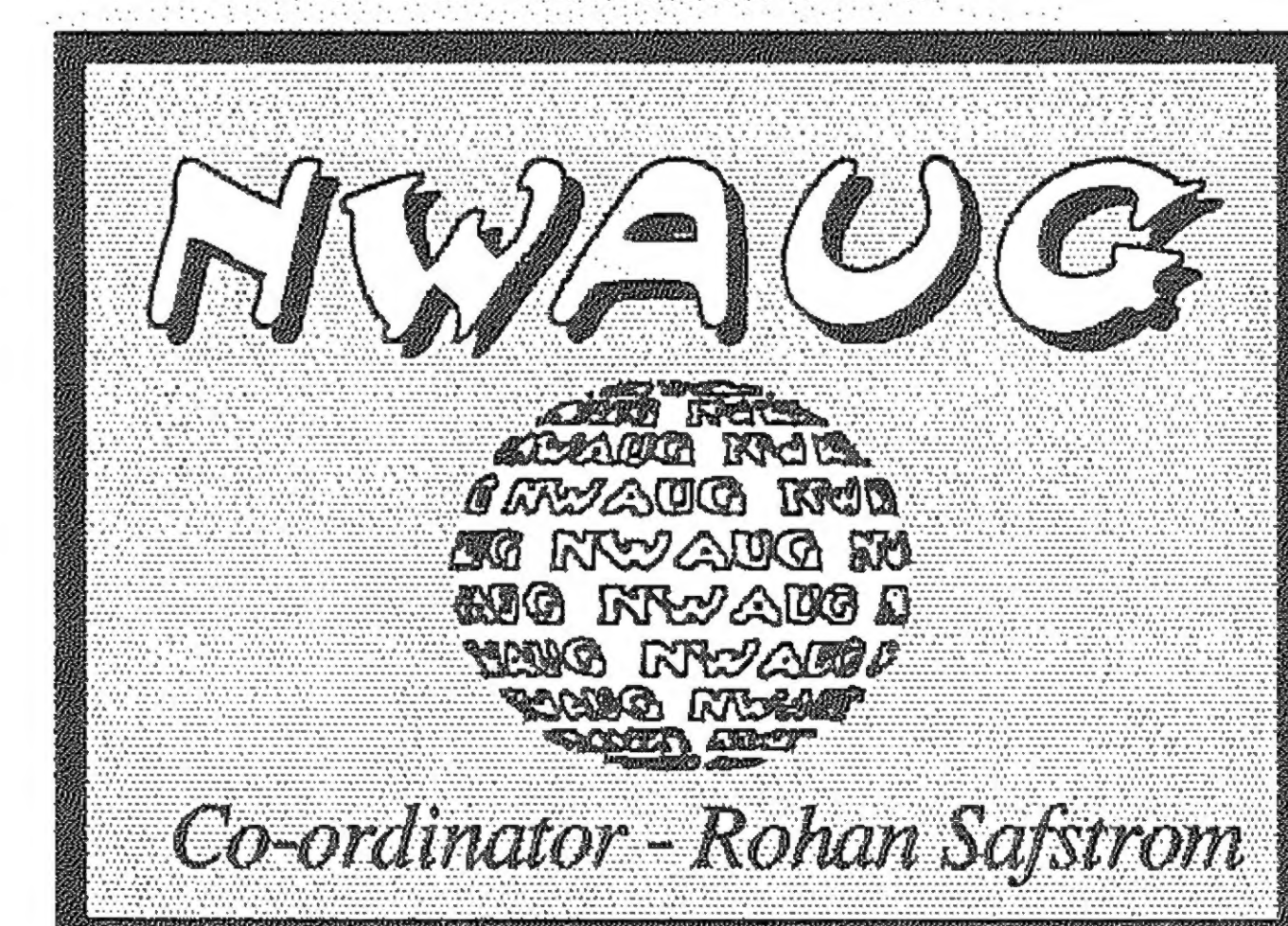
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WELL THE NEW committee is still pedalling on. The previous meetings have all been pretty much full, normally finishing past 10.30pm, closing time for the centre. As normal Kaotic Concepts were down the back this time with Another World Computers, aka Paul Pritsis joining them. As usual the PD and Book Library were also there. The meeting normally deals with demonstrations of software and hardware when available.

Software demoed included RayDance and GigaMem supplied by Kaotic. Scala, ImageMaster/Professional, PageStream, Dpaint, AmigaVision, SceneryAnimator, SuperBase and Imagine have also been demoed by the owners in the guise of various committee members. In addition a range of PD utilities and the odd game or two have been seen.

We hope to show what the Amiga can do and how it can do so and are continually covering a variety of topics to best suit the members. Of course any helpful critiques, suggestions or offers to perform

demos at the meetings are welcome. All you need to do is come along to the meetings, chat with one of the committee, leave messages on Amiga Central BBS, or write a letter and post it to NorthWest's P.O Box. We would be happy to hear from anyone as we want to get the most



out of the Amiga and see it flourishing as THE best personal computer.

Currently being planned is a raffle to win a color video scanner. This will generate funds to allow the purchase of other hardware. We hope to start before the new year and run it so that people who attend the AUG, NWAUG or SEAUG meetings have enough time to

purchase tickets. More details will eventually be found on the Amiga Calendar page.

For those who haven't attended a NorthWest meeting recently, we now have a 'Barco' three gun projector. This is aptly suited to the Amiga's graphics and color ability and gives new life to all animations. The meeting format is basically unchanged, starting with Finance, PD, and Book Library reports. News, Question & Answers, For Sale, ChockLotto and the main items following. When the A4000 or the yet to be released A1200 become available from Commodore, you can bet your cotton (or woollen) socks we'll have one to demo.

Meetings are well worth coming to and can only get better with members' input. Things to do include talking to other Amiga users, accessing the latest Fish disks, borrowing modems and showing off your latest pride and joy.

Hope to see you at the next meeting, and all the best for the festive season.

Frank Lowe, Ass. Coordinator

THANKS TO Lester McClure for hosting the November SIG and for an impressive demo of internal Amiga sounds. Thanks also to Len Burge for a demo of his Yamaha PSS-580 and some of his recent compositions. As usual the meeting attracted a few new members whose presence sparked lively questions and discussion. All present appeared to enjoy the learning and/or teaching experience.

There has never been any doubt of the value of these SIGs and it will be a pity if they have to end for want of a new Co-ordinator. As forecast I am relinquishing that position owing to other pressing commitments and once again call on a volunteer to take over. The next SIG would have been on Monday 21st December but as this falls close to Christmas we



Co-ordinator - Norm Christian

will have a recess until January. By this time we will either have a new Co-ordinator or no Music SIG. Think it over - potential rescuers may contact me on 798-6552.

My thanks to all who have helped during the past 3 years and compliments of the season to you all. I will happily continue to be available to assist individual members in need - see the reference in Help Network.

P.S. Here's a useful tip for Bars & Pipes users with a keyboard which might be subject to MIDI looping, such as the Yamaha PSS-795 (which I know several members have). Track 1 opens with output to channel 1; delete that track. Now go to the keyboard and disable reception on channel 1. Voila!

The Workbench committee would like to thank Neville Sleep and

Polar Electronic Industries Pty Ltd

for the support provided in printing the newsletter at times that would cause heart-attacks in any normal person.

POSITION VACANT

Music Group Co-ordinator

See music SIG report for details.

AS USUAL there were lots of different things going on in different areas at the Art SIG. It is difficult to keep track of everything that went on.

Gwen Wood has continued to produce animations using Deluxe Paint and had several more to show this month.

Len Heightman has written a new printer driver for his Techtronics ink jet printer using Amos. Apparently there is some bad information floating around about the order of colours in a HAM image and some of



Co-ordinator - John Barlow

and producing very good colour graduations and shading.

The main topic of the evening was the Deluxe Paint Advanced video that Geof Wood had recently purchased. This video is jam packed with techniques for use in Deluxe Paint. It tackles several animation projects and uses one technique after another to produce several different animations. Even the veteran Deluxe Paint users picked up many techniques and ideas. The video

very quickly skips through each animation describing what buttons and techniques etc. are being used, but it does not waste time explaining each step. The video would be best run next to the computer and constantly paused as each step of each project was tried. I think someone who had never used Deluxe Paint before could probably work their way through each of the animations, but may have trouble understanding exactly what it was

that they were doing. Beginners to Deluxe Paint would be much better off with the Introduction to Deluxe Paint video before attempting this one. On the other hand people who have been using Deluxe Paint for some time would find this video great for learning new and different things to do with the program. I have put my order in for Xmas.

The next Art SIG will be held at Aspendale on Tuesday 15th December starting at 7.30 pm. Anyone interested in attending, or finding out more about the Art SIG should contact John Barlow at the next AUG meeting or call on 5514760.

Please Note:

The January edition of the club newsletter will be disk based, with the next printed edition in February.

This does not mean that all you writers can take a break. Please keep sending in articles to help keep this newsletter going.

DiskRight Software

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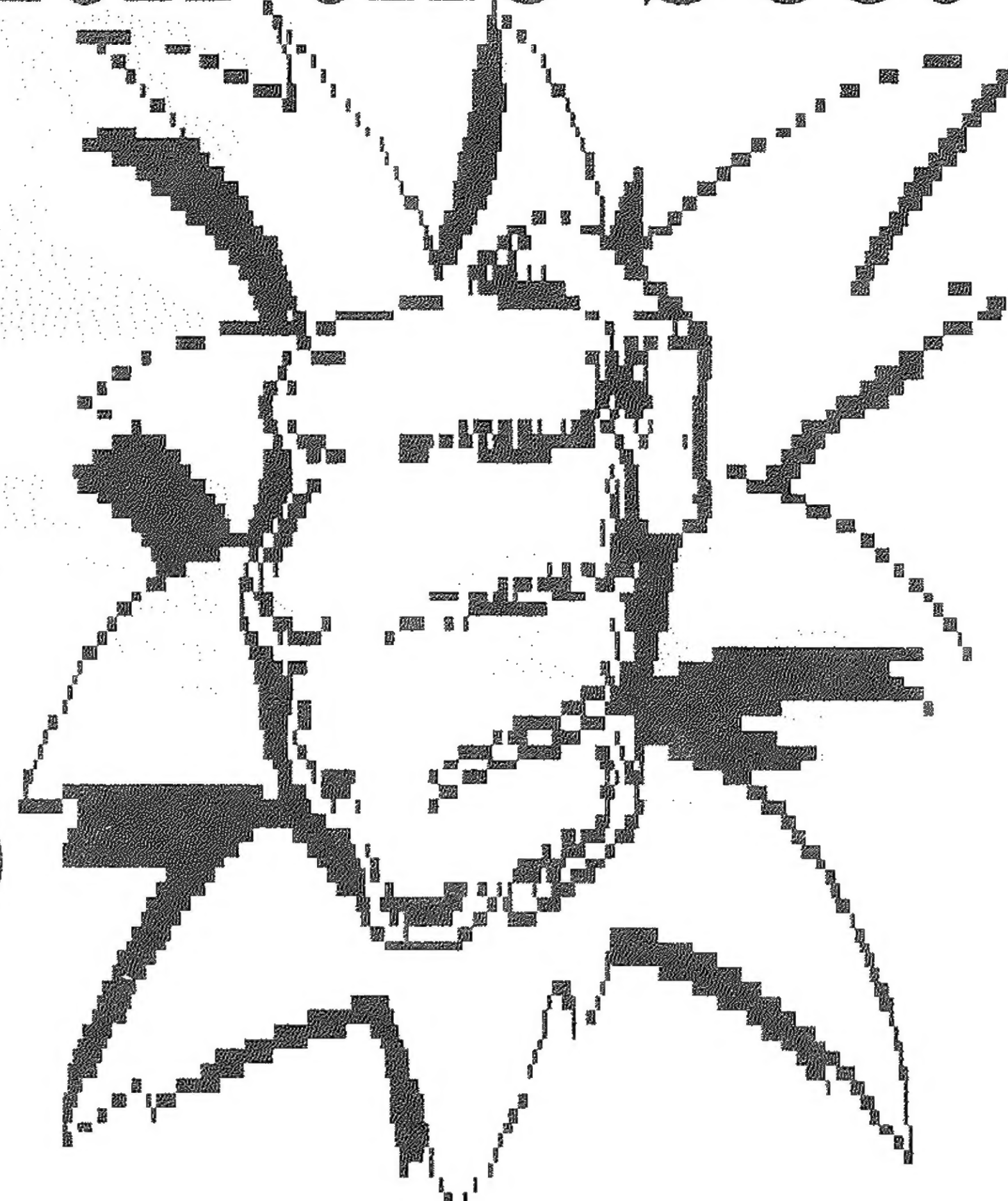
AMOS

Compiled from the best of Australian and overseas Amos programs.

ANIMATION

Eric Schwartz & Tobias Richter are two grand master who, amongst many others, have contributed to the library.

All disks
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FISH DISK #741

BioComp

A program that computes the biorhythmic compatibility of two persons. Uses an intuition interface and allows the printing of the results. Version 1.13, binary only. Author: Gérard Cornu

RKRM Devices

Part one of a four part distribution of complete source code and executables of all the examples in the third edition Amiga ROM Kernel Reference Manuals, published by Addison-Wesley. Part two is on this disk and parts three and four can be found on disk 742.

Author: Commodore CATS

RKRM Lib1

Part two (see above)

Shell2Front

A simple, small and pure utility to be launched by a hotkey. It brings to the front, the first shell window it finds, including its screen. Version 0.12, binary only. Author: Gérard Cornu

ShowI

A CLI tool which displays all given icons in the original OS 2.0 look. It opens a little window displaying the icon where you can select and deselect it. By pressing 'n' the next one is displayed. This is version 1.9. FreeWare, binary only. Author: Hans-Peter Guenther

Sizer

A small and pure shell utility giving the size in bytes, blocks, and the total size occupied by a directory, file or device. Accepts multiple arguments. Version 0.20, binary only. Author: Gérard Cornu

FISH DISK #742

AList

A CLI command that lists the length of every file and the REAL length of every subdirectory in Bytes, KBytes and MBytes. Version 1.0, includes source in C. Author: André Willms

ColorSwitch

A little program to switch between WB1.3, WB2.x and user preference palettes. Requires Kickstart 2.0 or higher. Includes source in C. Author: Martin W. Scott

CloseWD

A tool which enables you to kill windows which are left on any screen from other programs, which have been terminated by gurus or other things. You can specify the window by pattern matching in the string gadget or by setting a timeout that gives you time to select the proper window. It has a gadtools interface and an "ask-before-closing" option. Version 1.2, OS 2.xx only. FreeWare, binary only. Author: Hans-Peter Guenther

ICalc

A powerful calculator with many features, including user defined variables and functions, C-style



programming constructs, complex number calculations and more. Has comprehensive instructions, and numerous examples. This is version 2.1, an update to version 2.0 on disk 695. Enhancements since previous version include base-conversion facilities and scripts to perform numerical integration. Binary only, source available from author. Author: Martin W. Scott

KeyClick

A small utility to provide a key-click. Has a nice Workbench interface to modify settings. Requires Kickstart 2.0 or higher. Binary only. Author: Martin W. Scott

Pal

A small utility to help applications open their own PAL screen on an NTSC Amiga with ECS. It requires Workbench 2.0. Includes sources in C and assembly. Author: Eric Gontier

PatchLace

A commodity for Workbench 2.0 that makes all interlaced screens open in NTSC mode, thereby reducing flicker. Requires Kickstart 2.0 or higher. Binary only. Author: Martin W. Scott

RKRM Lib2

Part three of a four part distribution of complete source code and executables of all the examples in the third edition Amiga ROM Kernel Reference Manuals, published by Addison-Wesley. Part four is on this disk and parts one and two can be found on disk 741. Author: Commodore CATS

RKRM Lib3

Part four (see above)

SetPrefs

A CLI command which activates a system-configuration. Useful when different prefs are created (i.e. for the printer) and you don't want to continually change your existing system configuration. Version 1.0, includes source in assembly. Author: Michael Wilkes

FISH DISK #743

ClickRun

With the help of ClickRun you can start fifty programs by a simple mouse

click. Has a built-in editor, online help and iconification. Supports keyboard and mouse. English and German documentation. Version 1.0, binary only. Author: André Voget.

FoCo

Format controller. A graphical user interface for disk formatting. Pops up on disk insertion or via hotkey. Version 1.2, an update to version 1.1 on disk number 566. Requires OS 2.0. Includes source. Author: Michael Balzer

FRequest

FRequest is a handy program which lets you select a file by using the ASL file requester and executes a CLI command with the given selection. FRequest can be easily used in batch files and has a lot of options. You can use it as an frontend for any program which does not support filerequester selections. It exchanges 'I' in the specified command line with the selection. It has a debug ability that allows testing of options before execution. This is version 1.5. OS 2.xx only. FreeWare version, binary only. Author: Hans-Peter Guenther

LoadLibrary

Another LoadLib program, but this version runs in its own task, and uses the reqtools.library for multiselection and other user friendly file handling. All installed LoadLib libraries can also be removed from the system. Version 2.52 for OS 2.0 use. Freeware, binary only. Author: Nils Görs

Look

A very powerful program for disk magazines. Supports IFF pictures, IFF brushes, ANSI, fonts and many more features. Programmed in assembly language to be short and fast. Available only in German language and PAL. Version 1.2, shareware, binary only. Author: André Voget.

MegaEd

A powerful text editor with lots of features, some not found elsewhere. Integrated Text oriented database, extensive for matting/printing functions, macro language, Arexx-port, key-word indentation, multiple blocks/marks, key/menu macro record

ing, configurability for lot's of languages/compiler, innumerable handy functions for programmers, user friendly interface. Version 1.5, public domain, binary only. Author: Wouter van Oortmerssen

TurboDEX

A compiler for the DEX language. DEX is a language similar in structure to Modula2 and C, but different and simpler in concept. Features include compact and fast executables, clear program structure, integration of Exec/Dos/Gfx/Intuition library calls in the compiler, inline assembly, register variables, commented assembly source output, easy to manage development system, and more. Version 1.2, an update to version 1.1 on disk 625. Public domain, binary only. Author: Wouter van Oortmerssen

FISH DISK #744

AutoRunner

Automatically executes a CLI command line when you insert a disk into a drive. All you do is put a special tag at the beginning of a comment in the disk's root directory. After the comment tag, you put a normal CLI command line. AutoRunner then executes this command when the disk is inserted. Version 2.0, Pascal source included. Author: Jonathan Maxwell

FO

CLI based Fast Optimizer for AmigaDOS disks. It can optimize one disk in less than 2 min, 30 sec. Allows optimization for CLI or WorkBench usage, and allows you to use unformatted disks as the destination. At least 1 Mb memory required. This is version 1.3, an update to version 1.0 on disk 537. Binary only. Author: Fabien Campagne

FO2

Intuition-based version of FO, will run on a single drivemachine. Includes multiple destinations, automatic turn onupon disk insertion and more. Requires 1.5M or more of memory. This is version v2.5, includes source. Author: Fabien Campagne

Collection

Hextract

A complete header file reference. Definitions, structures, structure members and offsets, flag values, registers, library offsets, etc. The data from a set of V1.3 Amiga and Lattice header files is packed into the included file "headers.z" for immediate reference by Hextract. Version 1.2, an update to version 1.1 on disk 674. Freeware, includes partial source. Author: Chas A. Wyndham

IList

A simple list program which displays the data of all open screens and their connected windows. OS 2.xx only. Version 0.1, PD, includes source. Author: Hans-Peter Guenther

NFD

Newest File Date. Searches the specified directory for the newest file, then returns that filename and path as an ARP global variable. For people without ARP, it allows you to execute a command line, specified as a parameter, with the file name and path inserted at a specified point. Sample usage would be to have a word processor automatically load the last file worked on when it was invoked. Includes source in Pascal. Author: Jonathan Maxwell

P-Index

A program for creating active index/selector pages to replace the normal window/icon display. Appearance of pages is only limited by the capabilities of your paint program and your imagination. Index lines can be shown as arrays of boxes (as with current "selector" programs), or as icon look-alikes, or anything else you fancy, with normally a large saving in disk space. Freeware, binary only. Author: Chas A. Wyndham

P-Reader

An all purpose reader that displays texts, pictures, animations and sounds, which may be uncompressed or compressed with P-Compress. Texts can include embedded static or animated illustrations and sounds. This is version 6.2, an update to version 5.2 on disk 595. Freeware, binary only. Author: Chas A. Wyndham

Statistics

Provides statistical data on ASCII text files regarding filelength, number of letters, words and sentences, average word length, etc. Written in assembler for minimum size and maximum speed. Version 1.26, binary only. Author: Nico Max

FISH DISK #745

ARExxBox

ARExxBox, inspired by the GadToolsBox by Jan van den Baard, is a tool which greatly simplifies the design and implementation of an ARExx interface for a program. Provides a graphical interface in which to enter the command arguments and results, then creates the C source; one module containing necessary basic functions and another containing the interface stub routines to which you only have to add your code. This is version 1.00, binary only. Author: Michael Balzer

BBBBB

Baud Bandit Bulletin Board System. Features include up to 99 file libraries with extended filenotes, up to 99 fully threaded message conferences, no inherent limits on number of users, files, or messages, controlled file library and message conference access for users and sysops, interface to extra devices like CD-ROM and others (treated as read only), complete Email including binary mail and multiple forwarding, user statistics including messages written, access time, total files uploaded or downloaded, plus much more. Version 5.5, an update and bug fix to version 5.4 on disk 729. Binary only. Author: Richard Lee Stockton

WizKey

A commodity that speeds up working with windows and screens via allowing the user to manipulate them via keyboard instead of mouse. Anything you can do with system gadgets becomes accessible via keyboard. Popup windowlist allows activation of any window by keyboard or mouse. Configurable Hotkey definitions and a complete ARExx port. Shareware, binary only. Author: Jörg von Frantzius

FISH DISK #746

ATbl

A program for table formatting, somehow inspired by the "tbl" utility on UNIX system. Can produce a printer output (with IBM semi-graphic characters) or a regular IFF file which can be read by any decent word-processing or desktop-publishing program. Both French and English documentation. This is version 2.20, an update from version 1.00 on disk 583, with a lot of bugs fixed and a few enhancements. Binary only. Author: Denis Gounelle

KCommodity

Multifunctional commodity for OS 2.0. Includes window-activator, time-display in several modes and formats, alarm function, KeyStroke-Clicker, time to environment, Window/Screen cycling, LeftyMouse, ESC-Key can close Windows, Revision Control System, telephone bill calculator, Screen/Mouse-Blender, Mapping of german "Umlauts", PopUp Shell, AppIcon support, LeftyMouse, user definable HotKeys. Fully controllable via ARExx-Port. All settings can be customized and saved to disk. This is version 2.00, an update to version 1.75 on disk 673. Requires OS 2.0. Written in assembly for speed and efficiency. Shareware, includes source. Author: Kai Iske

Skew

Skeleton Writer is a tool for generating C code for various Intuition based applications. You click the mouse and the code gets written. Similar to PowerSource and GadToolsBox, but with slightly different functionality. Version 1.2, an update to version 0.85 on disk 658. Includes source. Author: Piotr Obminski

FISH DISK #747

ADoc

New version rewritten from scratch, of a help utility for the Amiga which allows you to have permanent help on any subject you want. Features include automatic search of any word on which you clicked, intelligent term requester, ability to use Commodore "AutoDocs" files and any

nonproportional font, an ARExx port, and more. Both French and English versions. This is ADoc2 version 1.21, an update from ADoc 7.05 on disk 627. Binary only. Author: Denis Gounelle

APrf

A printing utility for the Amiga. Features include full Intuition interface, preview function, page selection, margin setup, line numbering, an ARExx port, a multi-columns mode, 2.0 system release support and more. Both French and English versions. This is version 1.40, an update from version 1.30 on disk 706. Binary only. Author: Denis Gounelle

AUSH

A command line interpreter for the Amiga. Features include file name completion, pattern expansion, expression computation, command history, for..done loops, full support of AmigaDOS 2.0, and much more. Almost fully compatible with ARP and Commodore shells. This is version 1.52, an update from version 1.42 on disk 706. Binary only. Author: Denis Gounelle

FISH DISK #748

DeliTracker

A powerful and system friendly music player. Features include configuration files, GUI, full ARExx control, flexible player interface and xpk support. DeliTracker will play all popular sound modules available on the Amiga. Currently it supports over 40 different module formats. The most important players (PT/ST/NT) are internal. Additional players (like MED, 8SVX, SMUS, ...) may be loaded from disk. Includes the source of nearly all external 'deliplayers'. Version 1.30, shareware, binary only. Authors: Peter Kunath and Frank Riffel

FISH DISK #749

AmokEd

A highly configurable editor based on Matt Dillon's well known DME. Features a rich command language, an ARExx interface and ARExx based application port, environment variable support, user definable pull down menus, fast scrolling and scroll gadgets, multiple file editing, iconification, reentrant and can be made resident. Written in Oberon, version 1.30, binary only. Requires AmigaOS2.0 or higher. Author: Hartmut Goebel

LogMan

The Log Manager allows you to manipulate your log files to a greater degree than other log managers. LogMan operates on a personalized script file. You can insert a call to LogMan in your startup-sequence or in your "mail" script. LogMan will call the script and check certain parameters. Requires kickstart 1.3 or 2.0 to operate. Version 1.003, freeware, binary only. Author: Bob Rye

AMIGA Calendar

Tuesday	Dec 15	Art SIG Meeting
Sunday	Dec 20	Holmesglen Meeting
Monday	Dec 21	NWAUG Meeting
Monday	Dec 21	Music SIG Meeting
Friday	Jan 1	Deadline for copy, February <i>Workbench</i>

NOTE: Due to the XMAS/New Year season many SIGS will not have meetings at their usual times.

Please contact their co-ordinators for details or check the BBS.

Holmesglen AUG meetings are held on the the third Sunday of each month at 2.00 p.m. Doors open at 1.00 p.m. The venue is the Conference centre at Holmesglen T.A.F.E. College on the corner of Warrigal Road and Batesford Road, Holmesglen (Melways Map 69 reference F1).

North West AUG meetings are held every second Monday from 7.30 p.m. The meeting room is on the first floor of the Essendon community Centre, on the corner of Mt.Alexander road and Pascoe Vale Road, Essendon (Melways Map 28 reference J7).

SEAUG - CHANGE OF DATES FOR 1993:

South East AUG meetings for 1993 will be held on the 2nd Tuesday of each month (once a month ONLY) from 7.00 p.m. The venue is the Cheltenham Hall, on the corner of Nepean Highway and Charman Road, Cheltenham (Melways Map 86 reference H1).

Art SIG meetings are held on the 3rd Tuesday of each month (N.B. this is NOT always the Tuesday following the Holmesglen meeting!! The venue may vary, so check the Art SIG report in this issue for the location of the next meeting.

Music SIG meetings are held on the Monday evening immediately following the Holmesglen meeting. The venue may vary, so check the Music SIG report in this issue for the location of the next meeting.

If you are arranging (or know of any) forthcoming meetings, demonstrations, lectures or other events that would interest readers, please let us have the details so that we can publicise them here. Country members unable to attend Metropolitan meetings are encouraged to use this calendar for local events.

AMOS SIG!

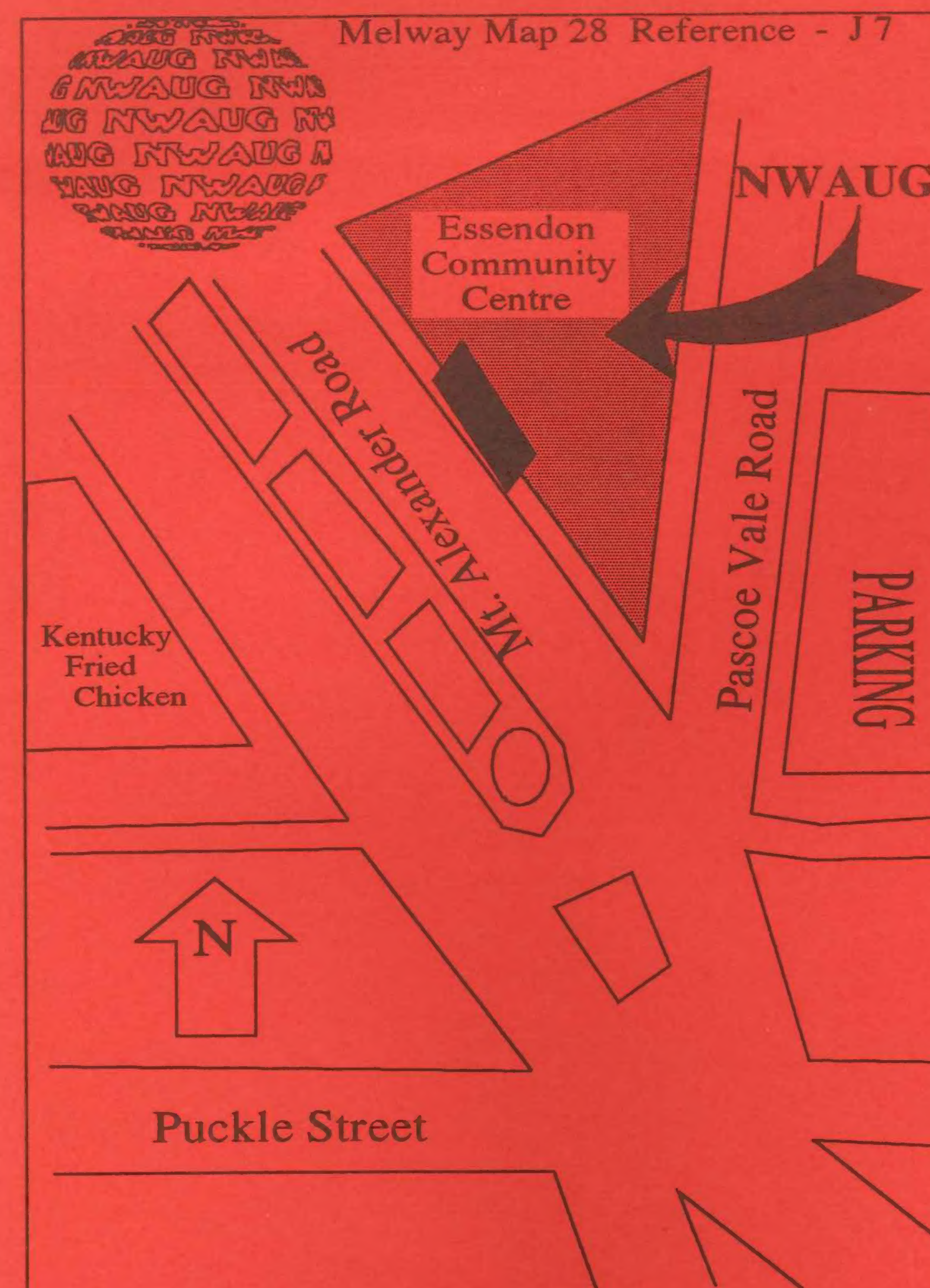
For those who didn't make it to the November meeting, I put forward that we start up an Amos SIG. From the response that I received, it looks like it should go full steam ahead. What I have in mind is a sort of workshop arrangement where you bring along your latest masterpiece for others to look at, work out any problems you may be having etc.

What I need from you is your ideas for the SIG, when and where we could meet. If you are interested, give me (Scott Le Brun) a call on AH 801 6042.

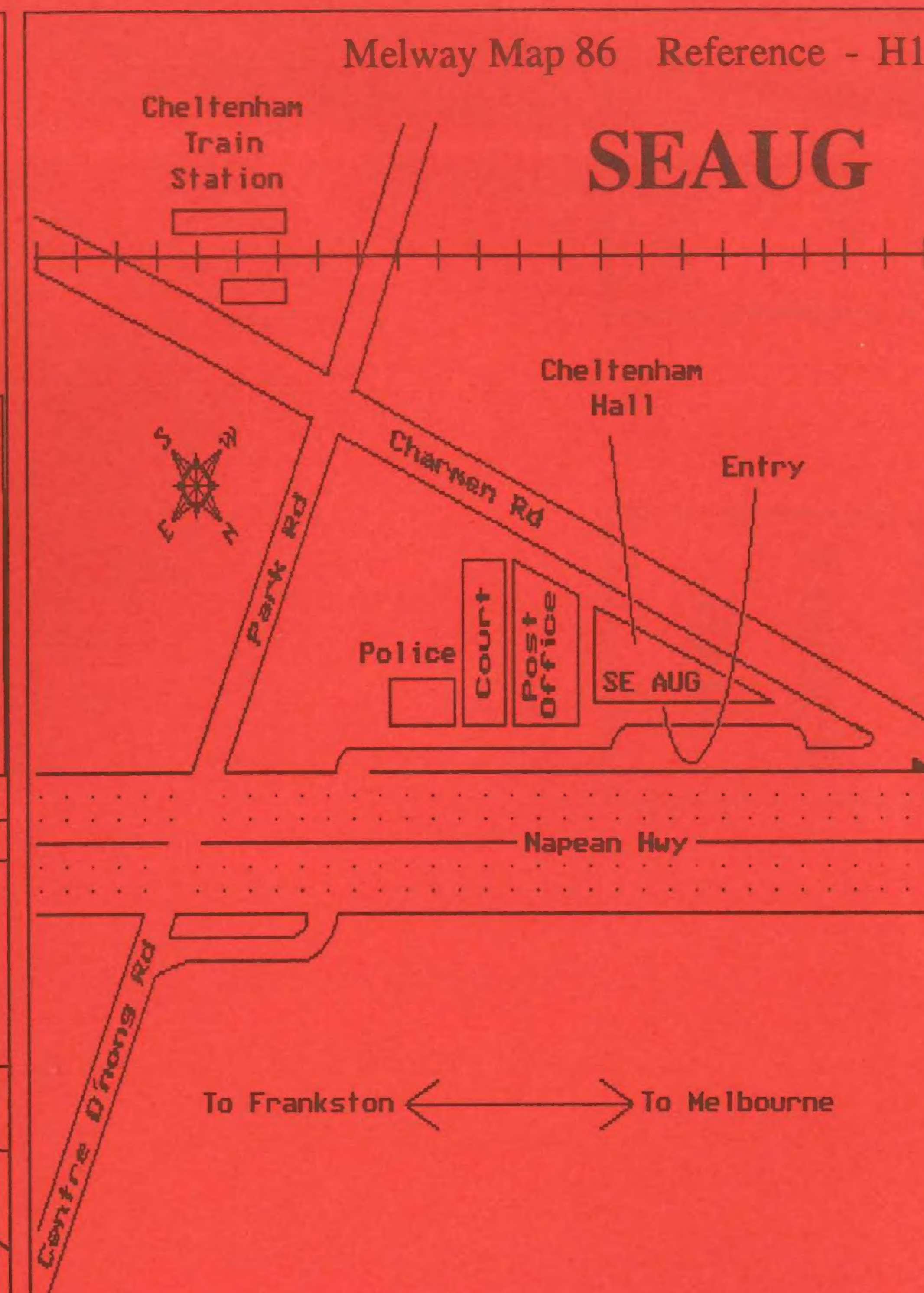
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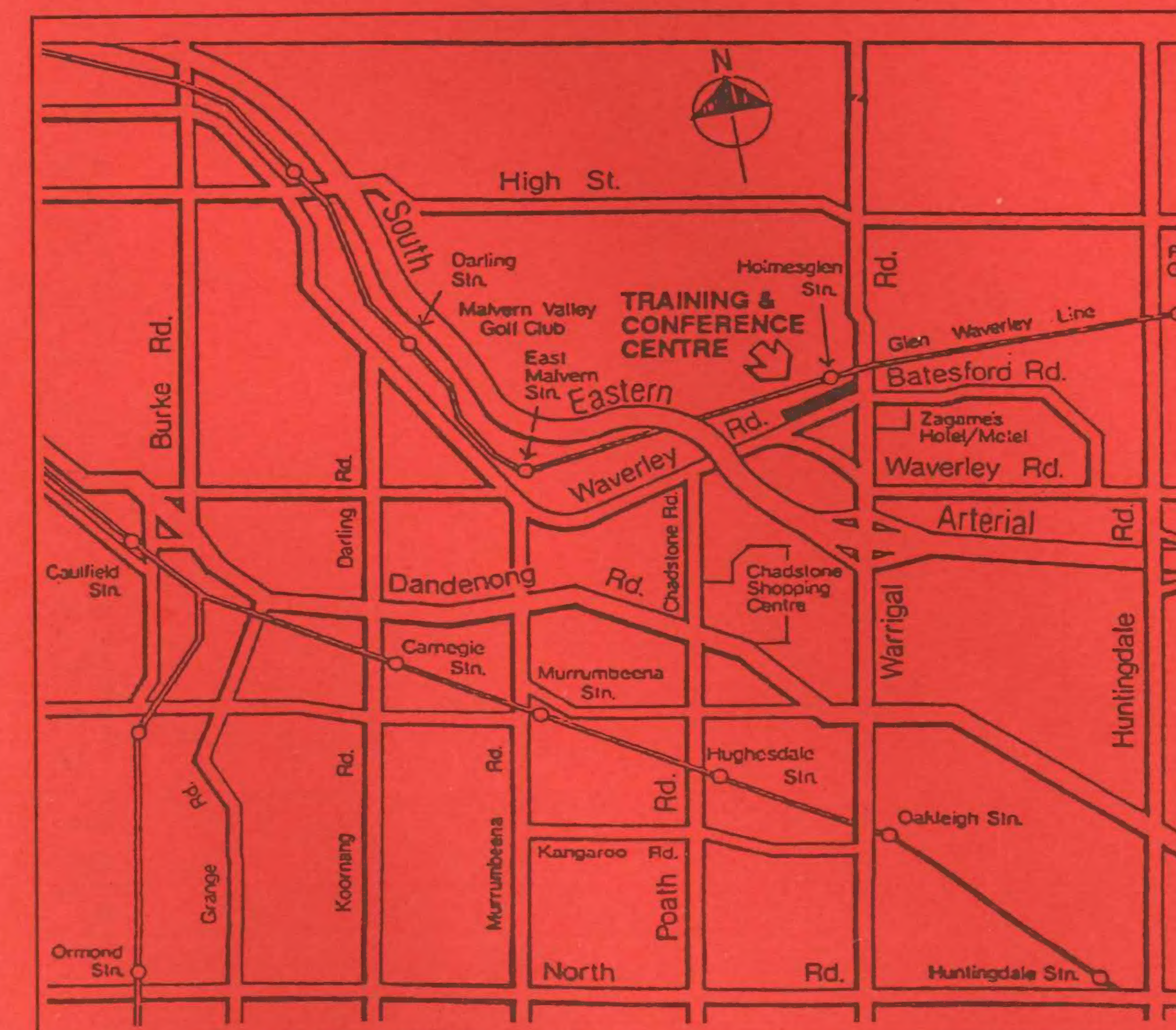
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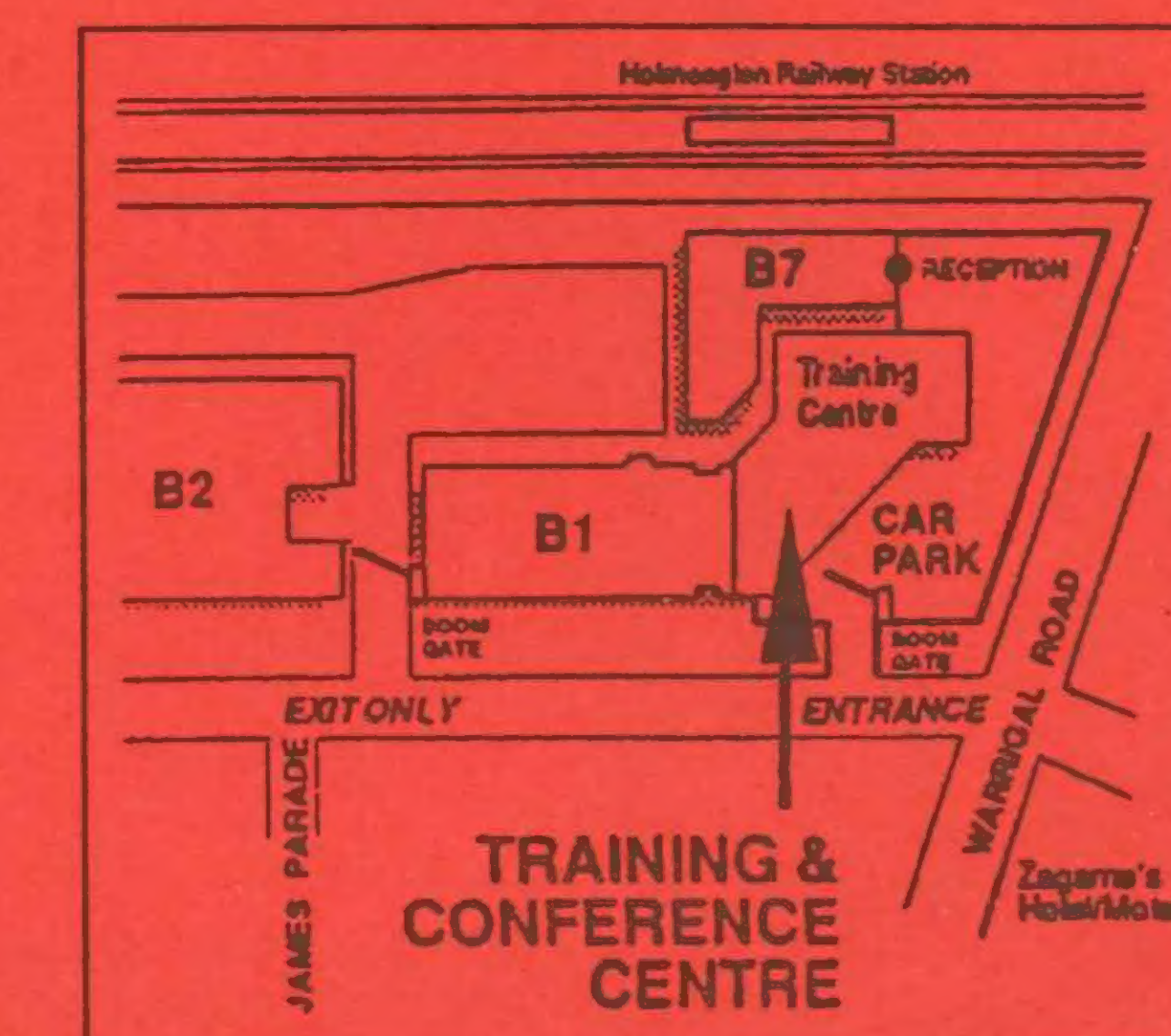
**North West AUG meets
on the first floor of the
Essendon Community Centre
every second Monday
from 7.30 pm.**



**South East AUG meets
at the Cheltenham Hall
on the 2nd & 4th Tuesday
each month from 7.00 pm.**



**AUG Meeting Sunday 20th.
December. Holmesglen
Conference Centre
Chadstone. Melways 69F1
Doors open 1 pm.
Meeting starts 2pm.
ALL WELCOME**



NWAUG - Special Notice

The December 21st. meeting will be an informal get together, with Amigas set up running all sorts of software and hardware. We will also have an Auction, so bring along what ever you might want to sell. It will be a last minute chance to get those extra Christmas presents.

Best wishes to everyone. Merry Christmas and a happy New Year *NWAUG Committee.*

AMIGA *Workbench*

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